

Elemental Weapons of Ongpakob

template created by

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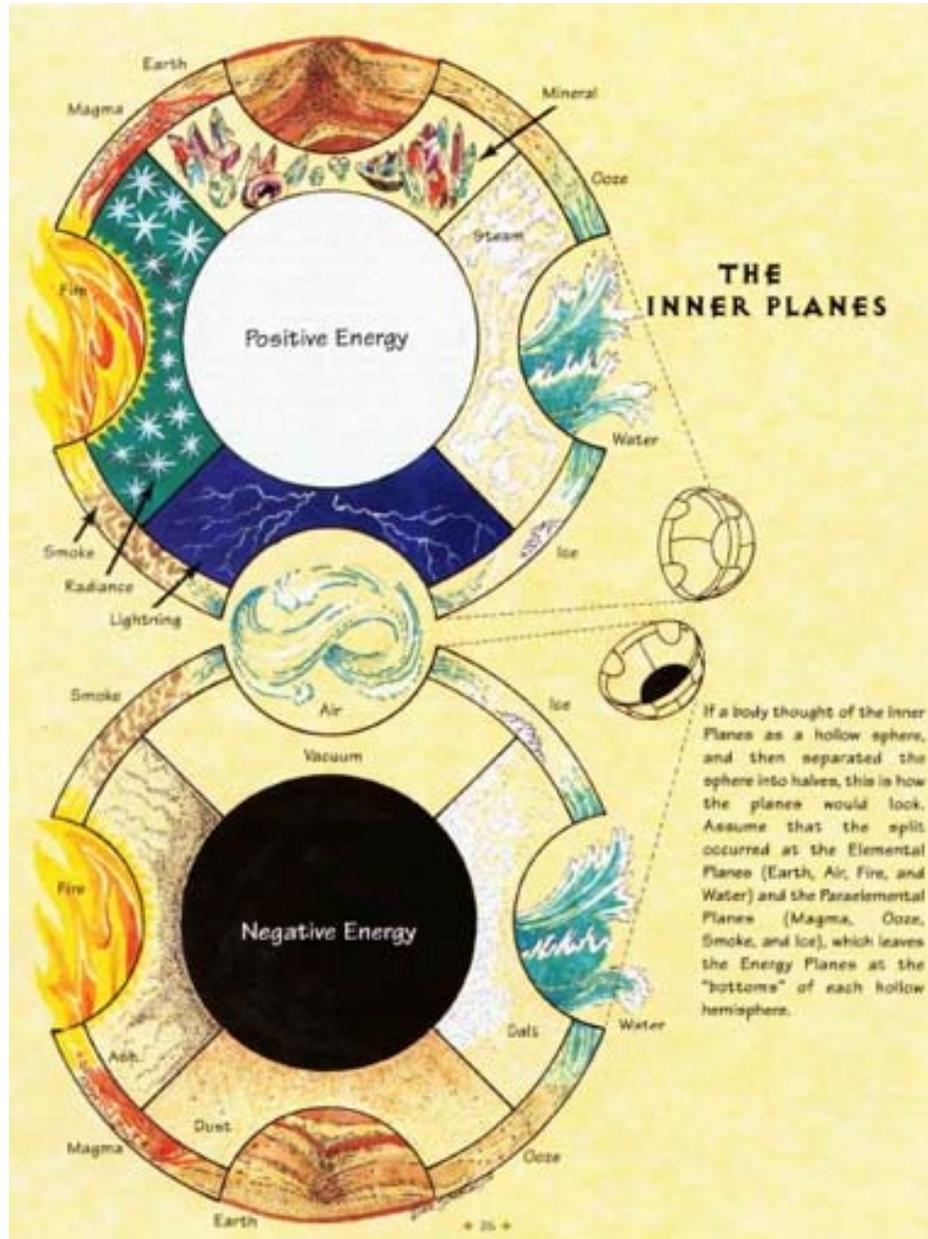
The scholar Ongpakob studied subtle connections between seemingly disparate aspects of universal phenomena. The weapons he crafted are a product of his peculiar understanding. This template can be applied to any weapon. To randomly determine the weapon type, roll two d6 and use the table provided below. The base attack bonus of an elemental weapon depends on the level of its user: +X, where X = 1, 2, 3 or 4 for levels 1-5, 6-10, 11-15 & 15-20 respectively. If the user's alignment matches the inherent alignment of the weapon, there is an additional +1 attack bonus at all levels. The damage bonus of an elemental weapon is +Xd6, where X is determined by level as above. The damage type of the weapon is listed below. In addition, an elemental weapon of Ongpakob grants the user four additional features: (1) an increase in the specified ability of +X, (2) a second chance (reroll) in one skill usable X times per day, (3) a damage resistance or immunity, and (4) a daily spell-like power. The damage resistance is 5 for levels 1-10 and 10 for 11-20. The immunity is extensive but not able to thwart divine interaction. Each trait is listed below. The range of the spell-like ability is 15, 30, 45, 60' from the caster to its center and the area affected is a cube of side 10, 20, 30 and 40' for levels 1-5, 6-10, 11-15, and 16-20 respectively. Activating the spell-like ability is a standard action. The duration of the spell is 1 min/level. The spell type is transmutation. (Note: The effects of this ability may be more than intended. For example, a 10x10x10 ft³ block of water weighs over 60,000 lbs.)

#	roll 1	roll 2	Element	Al.	Damage Type	Ability	Skill	Resistance* / Immunity	Spell-like Ability (daily) The affected area is filled with X=1, 2, 3 or 4 for lvls 1-5, 6-10, 11-15, and 16-20 respectively.
1	1-2	1	lightning	LG	electricity	CHR	diplomacy	electricity*	lightning - Xd6 electricity damage per round (save halves)
2	1-2	2	steam	LG	fire	WIS	sense motive	fear	steam - Xd6 scalding damage per round (save halves)
3	1-2	3	radiance	NG	positive	DEX	perception	blindness	blinding light - blindness to all within 60' looking at it (Ref save ends)
4	1-2	4	mineral	NG	bludgeoning	CON	disable device	petrification	an elaborate growth of sharp crystals Xd6 damage if moving (save halves)
5	1-2	5	ice	CG	cold	STR	perform	cold*	solid block of ice, can be melted
6	1-2	6	water	CG	force	INT	swim	drowning	water, magically held in place, can be entered
7	3-4	1	fire	LN	fire	CHR	disguise	fire*	fire - Xd6 fire damage per round (save halves)
8	3-4	2	earth	LN	bludgeoning	CON	appraise	poison	solid block of earth, can be burrowed
9	3-4	3	positive energy	N	positive	WIS	heal	positive*	positive energy - annihilates evil creatures, sense this before entering
10	3-4	4	negative energy	N	negative	INT	sleight of hand	negative*	negative energy - annihilates good creatures, sense this before entering
11	3-4	5	air	CN	sonic	DEX	fly	disease	whirlwind of sound, Xd6 sonic damage per rnd and deafened (save halves)
12	3-4	6	magma	CN	fire	STR	acrobatics	bleeding	magma - Xd6 fire damage per round, speed halved (save halves)
13	5-6	1	ash	LE	negative	CON	intimidate	paralysis	falling ash - Xd6 fire damage per round, insanity (as <i>confusion</i>) (save halves)
14	5-6	2	dust	LE	negative	WIS	disguise	sleep	falling dust - withering -4 STR/CON per round (no save)
15	5-6	3	salt	NE	acid	CHR	survival	charm	falling salt - dessication Xd6 per round and fatigued (save halves)
16	5-6	4	vacuum	NE	negative	INT	linguistics	suffocation	vacuum - Xd6 cold damage per round and no air (save halves)
17	5-6	5	smoke	CE	fire	DEX	stealth	fatigue	smoke - Xd6 fire damage per round and no air (save halves)
18	5-6	6	ooze	CE	psychic	STR	bluff	psionic*	ooze - Xd6 acid damage per round and speed halved (save halves)

The Standard Cosmological Model of the Inner (Elemental) Planes

This model can be visualized as a globe with the positive energy plane at the north pole and the negative energy plane at the south. The four traditional elements—earth, water, air and fire—lie on the equator. Also on the equator, spaced between the traditional elements are four para-elemental planes—smoke, magma, ooze and ice. In the northern hemisphere are the four positive quasi-elemental planes—radiance, mineral, steam and lightning. In the southern hemisphere are the four negative quasi-elemental planes—ash, vacuum, salt and dust.

This layout of the inner planes was first established in the first edition *Dungeons and Dragons Manual of the Planes*, published in 1987, though the first suggestion of 18 material planes was made in *Dragon* magazine #27 in 1979 and refined in its current form in *Dragon* (#73, 1983). The 18-plane model has remained the most common cosmological model of the inner planes although, there are numerous variations on it. Each of the eighteen inner planes (2 energy, 4 elemental, 4 para-elemental, and 8 quasi-elemental planes) have been written on extensively. The second edition D&D Planescape book *The Inner Planes* (1998) is devoted entirely to the conditions and inhabitants of these planes.





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The Implacable Absence

A Non-Idiomatic Improvisational Duet

by Henry E. Gorton & David J. Keffer

The Implacable Absence is a post-existential fantasy in which a mushroom man, a talking bug and a doppelgänger traverse Faerie, Nirvana, and other planes of existence in search of the Deadly Galerina, an ambiguous deity from the Kingdom of Fungi.

The novel is a non-idiomatic improvisational duet because two authors engaged in a genre-defying, spontaneous (improvisational) creative process, rather than a preplanned (compositional) activity.

To add intrigue to the process, one author opted not to commit to paper his passages, contributing instead an imaginative silence. Just as in a musical duet in which one participant decides not to perform, the duet becomes equally defined by the notes one musician plays as by the absence of the notes that the other musician does not play. The active musician still responds to the other, albeit now only to the other's silence. To call this half a novel is a misnomer. It is rather a complete novel, written by two authors, one of whom is expressed in silence.

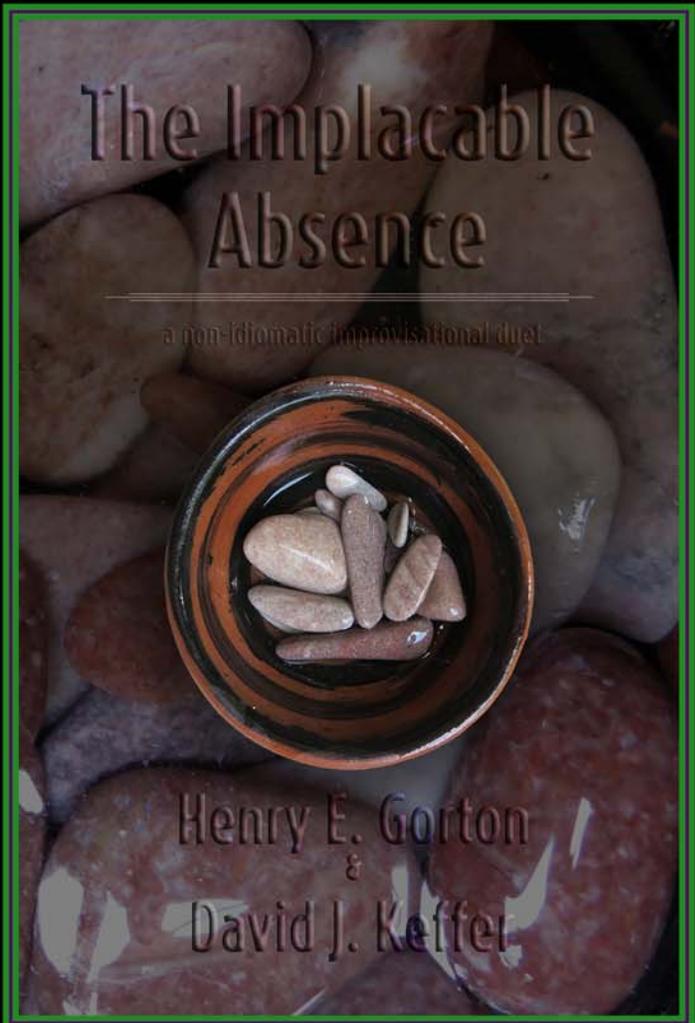


About the Authors

Henry E. Gorton is currently a student in the public school system of Phoenix, Arizona. He was awarded a first place prize in the Glendale Union High School District poetry contest in the spring of 2014. This is his first novel for the Poison Pie Publishing House.



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